ANTONY JOHNSTON BEN TEMPLESMITH

DEAD SPACE

image

6 OF 6

$2.99

WHAT THE...?
WE'RE TOO LATE! THEY'RE CHANGING!
RUN!

THEY'RE... THEY'RE...
COLONISTS, YEAH! MOVE!

BUT HOW?
TRUST ME, IT'S COMPLICATED!

AAAH!

SHIT, THEY'RE MOVING!

FUCK ME! THEY CAN FLY?!

GET IT OFF! GET IT--
SHNK
KEEP MOVING! THROUGH THE DOOR!
LOOK OUT! THEY'RE BLOCKING US IN!
FUCK THAT...

MOVE IT! DOOR'S CLOSING!
BRAM, YOU CAN'T SHOOT THEM! REMEMBER?
WHO SAID ANYTHING ABOUT THEM?
OH, SHIT...
EVERYBODY BEHIND THE WALL! GET AWAY FROM THE DOOR!
THOOM

SHUTTLE BAY'S JUST DOWN THE HALL! GO ON!
THIS IS THE UNITOLOGISTS' FAULT, ISN'T IT? WHY COULDN'T THEY LEAVE THINGS ALONE?!
SHUTTLE BAY
I'M NOT SURE IT WOULD HAVE MADE ANY DIFFERENCE.
BUT ALL THE PEOPLE THAT HAVE DIED! WHAT IF WE'RE THE ONLY ONES WHO--

THINK
VRRRRRMMM

WAIT! ONE, TWO... THERE'S ONLY FIVE SHUTTLES HERE! ONE MUST HAVE LEFT ALREADY!
THEN I GUESS THERE'S A CHANCE.
EVERYBODY WITH ME! STAY CLOSE!
MOVE AWAY FROM THE SHUTTLE! WE'RE ABOUT TO LAUNCH!
THANK GOD SOMEBODY'S GETTING OUT. HOW LONG IS IT FOR A ROUND TRIP?
THIRTY MINUTES, MAYBE MORE? DEPENDS HOW LONG IT TAKES TO GET EVERYONE OFF ONCE THEY REACH THE SHIP...

ONE AWAY!
COME ON, GET IN!
WE'RE OUTTA HERE!
WE MADE IT!
THANK GOD!
QUIT PUSHING!
HOW LONG TILL WE REACH THE ISHIMURA? WE'VE GOT SOME INJURED BACK THERE...
BUDDY, WITH THIS PAYLOAD, WE'LL BE LUCKY IF WE CAN BREAK ORBIT!

COME ON, THERE'S STILL SOME SHUTTLES LEFT TO GO! WE CAN ALL MAKE IT!
UH...
SHOULD IT BE WOBBLING LIKE THAT?
WHAT THE...?
IT'S NO GOOD, WE'RE CARRYING TOO MANY PEOPLE! I'M TAKING HER BACK DOWN!
WHAT? NO!
TURN AROUND! GET US TO THE SHIP!
I CAN'T!

THEN I WILL!
UNH!
WHAT THE HELL ARE YOU DOING?! LET GO!
TAKING US TO THE SHIP! I AIN'T GOING BACK DOWN THERE!
THEY'RE... THEY'RE COMING BACK!
AT A HELL OF A CLIP, TOO...
STOP! WE'RE TOO LOW...
SLOW DOWN, FOR GOD'S SAKE!
OH, SHIT...
RUN!

BOOM

-:KOF KOF:-
BRAM?

HERE... WHAT THE HELL HAPPENED? THEY BARELY EVEN TOOK OFF!
NO IDEA...

...BUT THAT WAS EVERY LAST SHUTTLE WE HAD.

YOU SAID YOU'D GET US OUT OF HERE! YOU SAID WE'D BE SAFE!
HEY, HEY!

I'M SORRY, KID. I REALLY THOUGHT WE COULD DO IT.
MAYBE WE STILL CAN. WE JUST NEED TO CALL THE SHIP...

HOW? COMMS HAVE BEEN DOWN SINCE PLANETCRACK, REMEMBER?
SO WE GO TO THE SOURCE...
"...THE MAIN COMM NEEDLE."
THAT'S AN HOUR'S WALK, AND FOR WHAT? IF COMMS ARE DOWN, THEY'RE DOWN!
RELAY IS, SURE. BUT IF I CAN TRANSMIT DIRECTLY THROUGH THE NEEDLE, I COULD GET A BETTER SIGNAL AND MAYBE REACH THE ISHIMURA.
YOU DON'T SERIOUSLY THINK THAT'S GOING TO WORK.
NO
BUT I'M NOT GOING TO SIT ON MY ASS AND WAIT TO DIE.
COMING?

OH...
MY GOD.
I'M READY.
MAKE ME WHOLE.

YOU SURE IT'S THIS WAY? SEEMS A LITTLE OFF THE BEATEN TRACK.
IT'S UNMANNED. ONLY ENGINEERS COME OUT HERE.
I GUESS CAMERON WAS RIGHT...
WHO?
MEGAVENT SUPER. HE WAS THE FIRST GUY TO FIND THIS SHIT GROWING EVERYWHERE. REMEMBER I SAID--
WAIT
THAT DOOR... IT SHOULD BE LOCKED.
MAYBE SOMEBODY LEFT IT OPEN WHEN THEY RAN FOR THE SHUTTLES.
UH-UH. I TOLD YOU, NO PERMANENT STAFF IN THE NEEDLE.
THEN MAYBE SOMEONE GOT HERE BEFORE US.
OR SOMETHING.
JESUS, LOOK AT THIS STUFF. WHAT IS IT? WHAT DOES IT DO?
YOU MEAN APART FROM SMELL REALLY BAD?

THIS ISN'T LOOKING GOOD.
UNDERSTATEMENT OF THE YEAR.
NO, I MEAN... DOES THIS STUFF GROW OUTSIDE, TOO?
BECAUSE IF IT'S GROWING OVER THE NEEDLE, IT MIGHT EXPLAIN THE PROBLEMS.
LET'S JUST FIND A TERMINAL SO YOU CAN DO YOUR THING.
I'LL NEED MORE THAN A TERMINAL, BRAM! I HAVE TO REROUTE POWER, AND...
I MEAN, LOOK AT THIS SHIT! IT'S GROWING RIGHT THROUGH THE DUCTS! IT'S PROBABLY FUCKED EVERY CABLE IN THIS PLACE!
HEY, HEY. COME ON, WE'RE GONNA GET THROUGH THIS.
YOU'RE A GENIUS, REMEMBER?
WHAT WAS THAT?
IN THERE.

THIS IS WHERE THE POWER ROUTERS SHOULD BE--
OH.
WHAT. THE. FUCK.
SHIT, LOOK. IS THAT--
CORTEZ!
OH, NO... BRAM, WE HAVE TO GO. THIS IS NO GOOD...

VERA...
BRAM, SNAP OUT OF IT!
ABORT, DAMMIT! ABORT!
SHIT!
WE BETTER HOPE THAT DOOR LOCK'S NOT BUSTED...!
MARLA, COME ON!
I'M RIGHT BEHIND--

...YAAAAAH!
MARLA!
UNH!
BRAM!
UK

CLOSE

...AND THAT'S THE WHOLE STORY.
IT STARTED TWELVE HOURS AGO. I HAVEN'T SEEN ANOTHER LIVING SOUL FOR THE LAST SIX.
THEY SAY THERE ARE NO ATHEISTS IN FOXHOLES.
BUT AFTER WHAT HAPPENED HERE, IT'S MORE LIKE THE OTHER WAY AROUND.
I'M GOING TO LEAVE THIS RECORDING. WHO KNOWS, YOU MIGHT SEE SOMETHING THAT CONVINCES YOU.
BUT I DOUBT IT.
DON'T COME LOOKING FOR ME. YOU MAY NOT LIKE WHAT YOU FIND.

END.

The Word

image

DEAD AHEAD #1 (of 3)
On a restless ocean, a group of weary survivors contemplate their grim fortune: What had started out as a fun little fishing trip soon turns into a nightmare of damnation, trapped on a floating prison. The continents have been hit by a plague that has turned humanity into living corpses - leaving our castaways at sea to fend for themselves! With provisions low, hope comes in the form of a luxury liner sailing into view on the horizon... All they needed to survive would be on board, but who among them has what it takes to find out whart happened to its crew and passengers?

RED ROCKET 7
This is the story of RED ROCKET SEVEN: The entire history of rock 'n' roll as seen through the eyes of the seventh clone of a man from a distant world. RR7 rubs shoulders with every legend from the birth of rock in the '50s, through the British invasion of the '60s, through the advent of Heavy Metal and Glam rock in the '70s, the New Wave of the '80s, the Grunge Rock and Indie/Alt. scene in the '90s, and into the new millennium! This special edition is busting out with special features, plus rare & new art.

Alternate Press Magazine called it, "The stuff of ultimate juvenile fantasy," and "If this weren't a comic, it'd be one of the greatest stories in modern rock history."

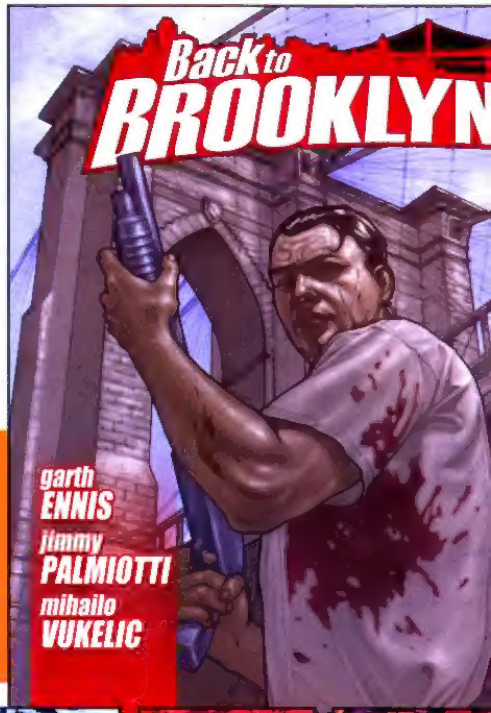
Raygun Magazine said," A magnum opus to popular music, with ALLRED presenting sly, yet loving explanations of some of rock's greatest mysteries."

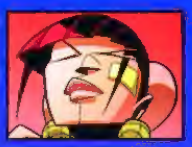
FOUR EYES #1
Brooklyn 1930. America struggles in the grip of the Great Depression, and ten-year-old Enrico is willing to make any sacrificec to tkae care of his mother. Even if it means taking a job in the one place he's forbidden to go... the ring of fire where dragons are trained and fought for cash and glory.

A new ongoing series from the writer of AMAZING SPIDER-MAN, ACTION COMICS and SUPERGIRL!

BACK TO BROOKLYN #1 (of 5)
Bob Saetta made the biggest mistake of his life by pissing off his brother, one of the biggest and most brutal crime bosses in New York City. This is the story of two brothers at war, wrapped in a special package of extreme language and hardcore violence.

Join award winning writer GARTH ENNIS (Preacher, the Punisher), JIMMY PALMIOTTI (Jonah Hex, Painkiller Jane) and artist MILHAILO VUKELIC on a five-issue adenaline ride that rips the roof off Brooklyn's criminal underworld!





WWW If you got a copy of the sold-out I KILL GIANTS and enjoyed the work of artist J.M. Ken Niimura, you can find more on his official website at: http://www.niimuraweb.com!

SEPTEMBER HITLIST

- 13 CHAMBERS (one-shot)
- '76 #5 (of 8)
- THE AMORY WARS II #4 (of 5)
- THE ASTOUNDING WOLF-MAN #8
- BACK TO BROOKLYN #1 (of 5)
- BOMB QUEEN V #4 (of 6)
- BRIT #9
- BROKEN TRINITY #3
- BROKEN TRINITY: ANGELUS
- CHARLATAN BALL #4
- DARK IVORY #4 (of 4)
- THE DARKNESS #8
- DEAD AHEAD #1 (of 3)
- DEAD SPACE #6 (of 6)
- DEVOID OF LIFE OGN
- DRAGON PRINCE #1
- DYNAMO 5 #16
- ELEPHANTMEN #14
- FIREBREATHER #3
- FOUR EYES #1
- GEMINI #4 (of 5)
- GODLAND #25
- GOLLY! #2
- GUERILLAS #2 (of 9)
- HYPERKINETIC #3 (OF 4)
- I KILL GIANTS #3 (OF 7)
- INVINCIBLE #52
- JACK STAFF #19
- KICK DRUM COMIX #1 (of 2)
- M-THEORY #1 (of 3)
- MADMAN ATOMIC COMICS #11
- MICE TEMPLAR #6
- NOBLE CAUSES #37
- PAX ROMANA #3
- PAX ROMANA SPECIAL EDITION #1
- THE PERHAPANAUTS #4
- PROOF #12
- A RED MASS FOR MARS #2 (of 4)
- THE ROBERTS #2 (of 2)
- SAVAGE DRAGON #138
- SPAWN #183
- THE SWORD #11
- THE WALKING DEAD #52
- TRANSHUMAN #4 (of 4)
- VIX #2 (of 3)
- WAR HEROES #2 (of 6)
- WITCHBLADE #121
- YOUNGBLOOD #5
- YOUNGBLOOD: BLOODSPORT #1
- YOUNGBLOOD: BLOODSPORT #2

ACCEPTING SUBMISSIONS?

Since taking over as Publisher, I've received a pretty staggering number of emails asking more or less the same question. That question is this: "Will you be accepting email submissions?"

And the short answer is: Yes, we'll continue to accept submissions for review via email. We prefer receiving email submissions, actually. It's less trouble for you, it's less trouble for us; it's even better for the environment. What's not to love?

The longer answer is that while we're always happy to look at your submissions, there are a few things to keep in mind. First and foremost, we're only looking for the best of the best. We approve very few blind submissions. I can count them on one hand, in fact, and still have a digit or two to spare. Unless the project you're pitching is as good as the best Image title, we're not interested. Period.

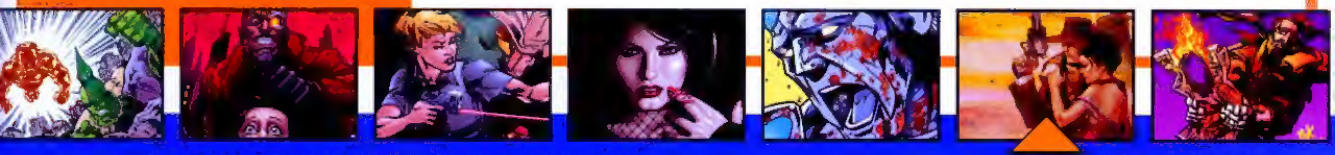
Secondly, and this is a biggie: We don't need alternate takes on books we're already doing. We already publish THE WALKING DEAD, for instance, and the recent XXXOMBIES and upcoming DEAD AHEAD on top of that. We're not really looking for more zombie books. If you're submitting something to us, it should be different. The last thing we want is an entire line of cookie-cutter comics. Part of what makes creator-owned comics so special is the uniqueness of each creator's vision. If you're not bringing us something new, an experience only you can offer readers, then there's a better than fair chance your project is not for Image.

Finally, if you're a writer, your odds of having a project accepted increase exponentially if you already have an artist attached. We're not averse to playing matchmaker between creators if the writer and artist involved already have experience, but we simply don't have the time to invest in putting together creative teams for anyone other than working comics professionals with some sort of track record. We're looking for the whole package. If you absolutely insist on sending a story submission in without an artist, however, keep it brief. We don't have time to read entire scripts or story bibles. A short outline or synopsis is more than enough. If it's incredible, we'll ask to read more and then you can send your script over.

Oh, and one last thing: Don't email your submissions directly to me. All submissions should be sent to our dedicated submission address: submissions@imagecomics.com.

Eric

ericstephenson



Set in a fantasy 1860s, 13 CHAMBERS is the story of the 13th Marshal and his Presidential mission to retrieve all 13 Territry peace Keeper pistols and return them to Washington D.C. for retirement! It's an Old West like you have never imagined!

IMAGECOMICS.COM

REAL SPACE. REAL TERROR.

DEAD SPACE™

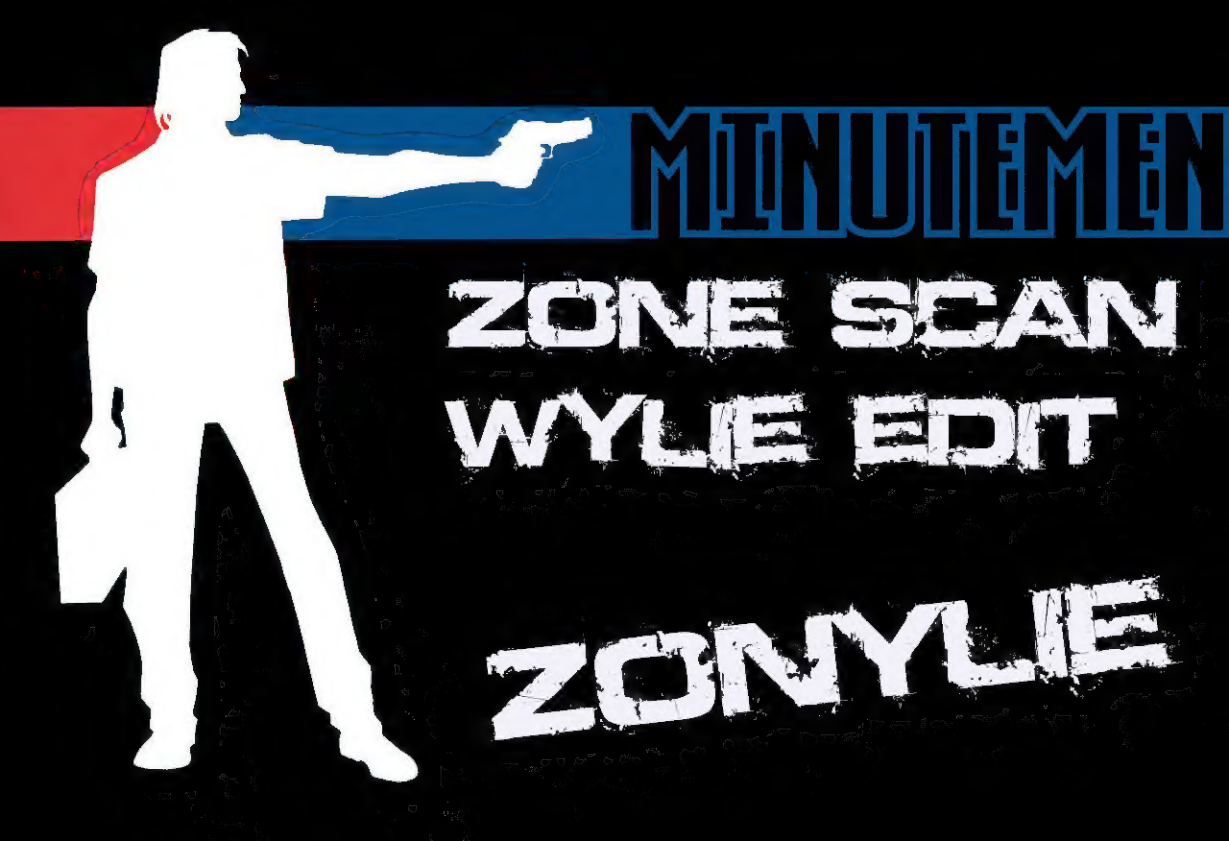
Coming October 21
for next-gen videogame systems

www.deadspacegame.com

RATING PENDING
RP
CONTENT RATED BY ESRB

May contain content inappropriate for children. Visit www.esrb.org for rating information.

© 2008 Electronic Arts Inc. EA, the EA logo and Dead Space are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners.


MINUTEMEN
ZONE SCAN
WYLIE EDIT
ZONYLIE